the first original music coincides with start timing of the connection music, and that main part start timing of the second original music coincides with output end timing of the connection music.

7.   (Amended)   A game machine, comprising:

original music storage means for storing audio data concerning at least a main part of original music containing the main part and a post-amble subsequent thereto;

connection music storage means for storing audio data concerning predetermined connection music;

original music output means for outputting during automated game play the main part of the original music based on the audio data concerning the main part;

connection music output means for outputting during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the post-amble of the original music must be output after completion of outputting the main part.

8.   (Amended)   A game machine, comprising:

original music storage means for storing audio data concerning at least a main part of original music containing a preamble and a main part subsequent thereto;

connection music storage means for storing audio data concerning predetermined connection music;

original music output means for outputting during automated game play the main part of the original music based on the audio data concerning the main part;

connection music output means for outputting during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the preamble of the original music must be output before start of outputting the main part.

10.   (Amended)   A game machine, comprising

original music storage means for storing audio data concerning original music containing a main part and a post-amble subsequent thereto;

original music end timing storage means for storing main part end timing data indicative of main part end timing of the original music;

connection music storage means for storing audio data concerning predetermined connection music;

original music reproduction means for outputting during automated game play the original music based on the audio data concerning the original music;

main part end timing monitoring means for monitoring main part end timing based on the main part end timing data while outputting the original music during automated game play;

connection music output means for beginning outputting the connection music upon arrival of the main part end timing during automated game play; and

original music volume control means for reducing an output volume of the original music upon arrival of the main part end timing during automated game play.

11.   (Amended)   A game machine, comprising:

original music storage means for storing audio data concerning original music containing a preamble and a main part subsequent thereto;

main part start timing storage means for storing main part start timing data indicative of main part start timing of the original music;

connection music storage means for storing audio data concerning predetermined connection music;

original music reproduction start timing storage means for storing original music reproduction start timing data indicative of original music reproduction start timing during a period when the connection music is output;

connection music output means for outputting during automated game play the connection music based on the audio data concerning the connection music;

original music reproduction start timing monitoring means for monitoring during automated game play original music reproduction start timing based on the original music reproduction start timing data during a period when the connection music is output;

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original music reproduction means for beginning reproduction of the original music while suppressing an output volume for the original music, upon arrival of original music reproduction start timing during automated game play;

main part start timing monitoring means for monitoring during automated game play main part start timing based on the main part start timing data after reproduction of the original music was started; and

original music volume control means for increasing an output volume for the original music upon arrival of the main part start timing during automated game play.

14. (Amended) A game music output method executable during automated game play, comprising:

an original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the preamble of the original music must be output.

15. (Amended) A game music output method executable during automated game play, comprising:

a first original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

16. (Amended) An information storage medium storing a program for causing a computer to execute a program in order to control automated game play, said program comprising:

an original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the post-amble of the original music must be output.

17. (Amended) An information storage medium storing a program for causing a computer to execute a program in order to control an automated game play, said program comprising:

an original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the preamble of the original music must be output.

18. (Amended) An information storage medium storing a program for causing a computer to execute a program in order to control automated game play, said program comprising:

a first original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

19. (Amended) A game program distribution device for distributing a program, said program being operative for causing a computer to execute a plurality of steps, said steps comprising:

a first original music output step of outputting during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output step of outputting during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto; and

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a connection music output step of outputting during automated game play predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

20.   (Amended)   A game program distribution method for distributing a program, said program being operative for having a computer to execute a plurality of steps, said steps comprising:

a first original music output step of outputting during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output step of outputting during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting during automated game play predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.

21.   (Amended) A game machine having a controller operated by a player in accordance with game music, comprising:

original music output means for outputting, as a part of the game music, at least a main part of original music containing a preamble, the main part, and a post-amble in this order;

connection music output means for outputting during automated game play predetermined connection music;

original music determination means for determining during automated game play next original music to output;

timing control means for controlling during automated game play the original music output means and the connection music output means such that the connection music is output during a period between main part end timing of original music currently output and main part start timing of the next original music to output.

22.   A game machine of which controller is operated by a player in accordance with game music, comprising:

input means for setting a play condition including a number of players and difficulty;

play condition storage means for storing the play condition set; and

game advancing means for advancing a game during automated game play according to the play condition stored during successive reproduction of the game music based on a plurality of pieces of original music,

wherein,

the game advancing means includes

original music output means for outputting during automated game play, as a part of the game music, at least a main part of original music containing a preamble, the main part, and a post-amble in this order;

connection music output means for outputting during automated game play predetermined connection music;

original music determination means for determining during automated game play next original music to output; and

timing control means for controlling during automated game play the original music output means and the connection music output means such that the connection music is output during a period between main part end timing of the original music currently output and main part start timing of the next original music to output.

25.　　(Amended)　　A game machine, comprising:

a first original music output unit which outputs during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output unit which outputs during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto;

a connection music output unit which outputs during automated game play predetermined connection music; and

a timing controller which controls during automated game play the second original music output unit and the connection music output unit such that main part end timing of the first original music coincides with start timing of the connection music, and that main part start timing of the second original music coincides with output end timing of the connection music.

26.   (Amended)   A game machine, comprising:

original music storage for storing audio data concerning at least a main part of original music containing the main part and a post-amble subsequent thereto;

connection music storage for storing audio data concerning predetermined connection music;

an original music output unit which outputs during automated game play the main part of the original music based on the audio data concerning the main part; and

a connection music output unit which outputs during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the post-amble of the original music must be output after completion of outputting the main part.

27.   (Amended)   A game machine, comprising:

original music storage for storing audio data concerning at least a main part of original music containing a preamble and a main part subsequent thereto;

connection music storage for storing audio data concerning predetermined connection music;

an original music output unit which outputs during automated game play the main part of the original music based on the audio data concerning the main part; and

a connection music output unit which outputs automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the preamble of the original music must be output before start of outputting the main part.

28.   (Amended)   A game machine, comprising

original music storage for storing audio data concerning original music containing a main part and a post-amble subsequent thereto;

original music end timing storage for storing main part end timing data indicative of main part end timing of the original music;

connection music storage for storing audio data concerning predetermined connection music;

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an original music reproduction unit which outputs during automated game play the original music based on the audio data concerning the original music;

a main part end timing monitor for monitoring during automated game play main part end timing based on the main part end timing data while outputting the original music;

a connection music output unit which begins outputting, during automated game play, the connection music upon arrival of the main part end timing; and

an original music volume controller for reducing an output volume of the original music upon arrival of the main part end timing during automated game play.

29.   (Amended)   A game machine, comprising:

original music storage for storing audio data concerning original music containing a preamble and a main part subsequent thereto;

main part start timing storage for storing main part start timing data indicative of main part start timing of the original music;

connection music storage for storing audio data concerning predetermined connection music;

original music reproduction start timing storage for storing original music reproduction start timing data indicative or original music reproduction start timing during a period when the connection music is output;

a connection music output unit which outputs during automated game play the connection music based on the audio data concerning the connection music;

an original music reproduction start timing monitor for monitoring during automated game play original music reproduction start timing based on the original music reproduction start timing data during a period when the connection music is output;

an original music reproduction unit which begins reproduction of the original music during automated game play while suppressing an output volume for the original music, upon arrival of original music reproduction start timing;

a main part start timing monitor for monitoring during automated game play main part start timing based on the main part start timing data after reproduction of the original music was started; and

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an original music volume controller for increasing an output volume for the original music upon arrival of the main part start timing during automated game play.

30.   (Amended)   A computer readable storage medium containing a computer program for causing a computer to execute a plurality of steps, said steps comprising:

outputting during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto; and

outputting during automated game play predetermined connection music during a period when the post-amble of the original music must be output.

31.   (Amended)   A computer readable storage medium containing a computer program for causing a computer to execute a plurality of steps, said steps comprising:

outputting during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto; and

outputting during automated game play predetermined connection music during a period when the preamble of the original music must be output.

32.   (Amended)   A computer readable storage medium containing a computer program for causing a computer to execute a plurality of steps, said steps comprising:

outputting during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto;

outputting during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto; and

outputting during automated game play predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music.